



Instruction Manual

Technica

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Welcome to

PYROTECHNICA





4

CONVERSATION

ANSWER THE QUESTIONS

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The Scene

The year is 2112.

Inter planetary research shows information capsules buried deep within the hearts of ancient stars.

Knowledge that long dead civilisations left behind light years ago.

And data retrieval is big business.

The Terran Hardlight Corporation pay Runners billions of Creds to excavate star cores.

There is just one problem.

Adherents. Hostile alien cyborgs that are programmed to defend this knowledge. At all costs. Without mercy.....

The Story so far...

Daniel Drager stood and stared out of the floor to ceiling window that looked out over the city of Korda. It was only ten o'clock in the morning, but the city was still shrouded in darkness. Although the wars had ended over five years ago the fires still raged in the Zenium refineries out at the boundaries. Aladed by the powerful winds created by fallout in the Northern regions, a dense, choking black smoke filtered out most of the natural light and Korda spent a lot of its time choking. Street corner preachers shouted that Hell's doors had blown open but they were mainly veterans and were tolerated for that reason alone. The only light that penetrated the fog came from laser projections creating holograms in the sky. Logos and straplines mingled in the swirling smog.....

Don't you just love being out of control!

***There's nothing quite like....
Another rain forest!***

Hackers had long ago discovered that the best way to get their protest across was in sabotaging large corporations advertising campaigns. It had started in the 1990's with a spray can and as advertising methods had developed, the protesters kept ahead of the change.

As these lights swept back and forth, Daniel could just make out Zenon Tower, the headquarters of Zenon Infomain. Since Zenon were his company's main competitors, he often spent time staring out at the building, trying to think up ways of out doing them. But if the truth was told, Zenon were slicker and quicker than the Terran Hardlight Corporation. Whenever a new star was discovered it always seemed to be Zenon who shipped out the Runner excavation teams first. How did they know? Who tipped them off?

Dragers' thoughts were interrupted by an image and voice on his Videoview. It was Sorbie, a short guy in glasses with lenses so thick that they made his eyes bulge like a bullfrog. Drager was always unnerved by this aspect of his assistant's appearance.

"May I come in Mr. Drager. We have just received a communication on the Vidimessenger. I think it is important you see it."

"Come," Drager replied wearily. Surely, he thought, nothing else could go wrong now. The Redstar expedition was on its way to completion and the Terran Hardlight Corporation had not lost a large data download since the Abraxan Incident. And that was over two years ago. But if

experience had taught Daniel Drager one thing, it was to be prepared for the worst. Especially in this business. And Daniel prided himself on his ability. He placed his hand over a heat sensitive pad on his desk. Almost simultaneously the large panelled door to his office swung open and the squat figure of Sorble walked in, clutching a dish in his fingers that sweated like sausages under a grill.

With a hesitant look at his boss, Sorble waited for approval before slipping the dish into a drive on Drager's desk. Immediately the room rang out to the sound of combat, as the screen filled with the crossfire of lasers, the cries of men falling injured and the crackle of alien voices. A man's face loomed up out of the dark, his features strained, exhausted. It was Leon Goeldring, team leader of the Redstar Archeos. Dispatched to the massive Redstar the previous month, his team was the Terran Hardlight Corporations latest and most costly investment. Huge swathes of data had been discovered by probes around Redstar, but this was over a year ago now and Drager had spent the ensuing eleven months negotiating clearance for the operation. It could not fail now. Leon shouted, his voice straining and barely audible above the noise....

"This is Leon Goeldring, team leader of the Archeos. The time is 20.30 hours on Thursday 22nd July. Our position is Cavern 1 in the Redstar complex.

We are currently under fire from Adherent missile installations. The situation is one of stalemate. While we have enough ammunition to defend our position, the Adherents have us pinned down. We're not going anywhere. Request immediate rescue."

The image flickered on the screen then vanished. Sorble looked at his boss. Drager let out a stream of air from between pursed lips.....

"Put out an immediate request for NetRunners onto the Forum. Get the cheapest you can find. We can't afford to lose any more money on this shambles." Sorble nodded and made to leave the room. *"Oh and Sorble,"* like a startled rabbit the short man froze, then turned to face Drager, *"make sure that you vet them thoroughly this time. I don't want any more psychowaste involved in rescue operations run by this company. The Abraxan episode cost us dearly. I don't ever want to have to experience such an embarrassment again."*

Sorble stood rooted to the spot. Several beads of perspiration launched themselves on unique trails of discovery down his flabby face. It always affected him that way when someone mentioned the Abraxan Incident. How was he to have known that Ergon Stread, the Netrunner he hired to carry out a simple operation on Zolan, was going to turn out to be a 'rolder on a meltdown mission. It was incredibly simple

*to get duplicated documents these days and he simply hadn't had time to run all the necessary security checks, including a full Mediscan". Sorbie knew that the deaths of twenty-five runners would be on his conscience until the day he died and he hated it when Drager mentioned his error. He knew he was the laughing stock of the company. Drager made out as if the deaths mattered to him but Sorbie knew otherwise. **All that mattered to Drager and the Corporation was hard data. If people had to die to get it, and they often did, then so be it. It was one of the unwritten rules of the data retrieval business.***

Struggling to keep his thoughts to himself, Sorbie murmured something under his breath and left the room. After the long trudge down the corridor back to his office, he settled himself and dictated the Netrunner request onto the Forum. The message flashed up on his console screen. In a few seconds dozens of Netrunners would be reading it...

FORUM MESSAGE

237497539

TIME: 2230 HOURS THURSDAY 22ND JULY

FROM: THE TERRAN HARBLIGHT CORPORATION

TO: ALL NETRUNNER PERSONNEL IMMEDIATE REQUEST FOR NETRUNNERS.

THE ARCHEOS RUNNING TEAM ARE TRAPPED INSIDE THE REDSTAR, PART OF THE THELENIUM SYSTEM. PINNED DOWN BY ADHERENT FIRE.

THE REQUEST ONE NETRUNNER FOR SEARCH AND RESCUE MISSION. OWN CRAFT ESSENTIAL. BONUSES PAID ON SUCCESSFUL COMPLETION. ALL QUOTES TO THE TERRAN HARBLIGHT CORPORATION.

DEADLINE: 2330 HOURS THURSDAY 22ND JULY

Who would be able to accept such a mission...?

Pyroductyl Mission Briefings

Outline Brief

Section One: Starting Up

To load and run Pyrotechnica on your PC, follow these simple instructions.

1. Turn on your machine and wait for it to boot up.
2. At the *C> prompt, insert the PYROTECHNICA Install disk into floppy drive* (i.e. drive A: or drive B: etc.).
3. Type *A: (or B:) and press Return*
4. At the *A> prompt, type INSTALL PYRO and press Return*
5. Follow the on - screen instructions.

To load and run Pyrotechnica on your PC CD, follow these simple instructions.

1. Change your current drive to be the drive containing the CD ROM. For example, if your CD is in drive D, enter *D: and press Return*
2. Enter *INSTALL PYRO and press Return.*
3. Follow the on - screen instructions.

To RUN THE GAME AFTER INSTALLATION

1. At the *C> prompt, change to your Pyrotechnica subdirectory: (e.g., type *CD PYRO* and press *Return*)*
2. Type *PYRO* and press *Return* to run the game

Outline Brief

Section Two: Mission Objectives

You must pilot your Pyroductyl through the corridors and chambers of the Red Star following this general mission brief.

1. Find a route through the defences that the Adherents have set up within the Red Star
2. Search for, and rescue all trapped wingmen which will activate their auto defence mechanism
3. To destroy as many enemy craft and defence installations as possible in order to weaken the Adherents power
4. Score as many points as possible and lead the high score table.

Controls Overview

Section Three: Pyroductyl Controls

You can control your craft using the

joystick or joystick + keyboard or
joystick + keyboard + mouse or
joystick + keyboard + mouse + mouse
(see Pyroductyl configuration, below).

Whichever control method you prefer, the
primary controls remain the same and

you can also use a mouse to control your
several others.

- **Joystick Control** (joystick or keyboard + joystick). Make sure, though, that you do not point the craft in the direction you wish to travel.

- **Fire (joystick button 1, or space)**. Fires your Primary Weapon.

- **Primary Weapon Selection**

• Keys

F1 Radar Homing Missiles

F2 Infra Red Missiles

F3 Rockets

F4 Grenades

- **Fire (joystick button 1, or space)**. Selects your Secondary Weapon.

- **Secondary Weapon Selection**

• Keys

F5 Light Laser

F6

F7 Heavy Laser

F8 Mines

• Joystick Controls

- **Speed** Keys 1 to 9.

0 stops the craft

- **W** **Weapon view**

- **E** **Toggles between external and internal view**

- **R** **Rotate to reverse view**
operates whilst held down and in
both internal and external views.

- **P** **Pause game**
press P again to restart.

- **F** **Release Flares.**

- **C** **Release Chaff.**

- **B** **Slow craft (brakes) and move**
craft backwards.

- **M** **Freeze game and display level**
map. You will be shown two
views. Top down view lets you see
the network from above. East
West view lets you see it from
the side. The lighter sections are
nearer to you and the darker
sections are farthest away.

- End **Interrupt game and display in game menu**
- Esc **Launches escape pod**
- H **High Score Table**

Section Three

Section Four: Pyrodactyl Configuration

Once loaded, the player will play through an intro sequence which can be skipped by pressing **Return**. Following this is the title page which again can be skipped by

Main menu screen

*Before your missions start, you may configure your Pyrodactyl to suit your own personal preferences. You can use the cursor keys or a mouse to move the highlighting effect and press **Fire**, **Return** or a mouse button to select or toggle an option with the current settings. If you prefer to use a joystick instead of a keyboard, simply press **Return** and you change it for use with a joystick.*

Although there is a joystick option, we strongly recommend that you change your Pyrodactyl configuration to use a keyboard.

*To configure your Pyrodactyl, simply select **Options** from the **Main Menu**. You can then alter a wide range of in-game settings, as follows:*

Control
This level of control allows you to press the cursor keys or joystick to move up and down the scale.
N.B. Pyrotechnica will run faster with less detail selected

Control

Use cursor keys, joystick or mouse to move up and down the scale.

Sound

Use cursor keys, joystick or mouse to move up and down the scale.

Options

Toggle through these options until your chosen control method is highlighted.

Calibrate Joystick

Use cursor keys or joystick to move

your joystick

Return

Takes you back to the Main Menu.

*Once you have finished the game, to your satisfaction, select **Return**. This will take you back to the **Main Menu**. Select the **One or Two Player** option and you will be presented with another menu, which will allow you to change the level of difficulty or to load an earlier game. Choose the level of difficulty you prefer using the cursor keys as before. Select **Easy** and you will start the game on level One. Hard and it will begin*

at Great Form. The game is controlled by the player using the joystick and the right hand using the fire button. The left hand is used to control the camera. The game is a race to the next level from the last one, and each turn lasts 3 minutes or until your craft is destroyed. An on-screen timer will let you know how long you have left, and the winner is the Net Runner who amasses the highest score.

If you want to change anything during gameplay hit the end key. You will then be asked if you want to save your game and when the selection has been chosen:

Save

Select this and save your current game.

Reinitialise Joystick

This allows you to readjust your joystick trimmers.

Continue Game

This will allow you to pick up where you left off.

Two Player Game

Two Player Game allows two players to play against each other. It has 2 different levels and a timer. Each round will last up to 30

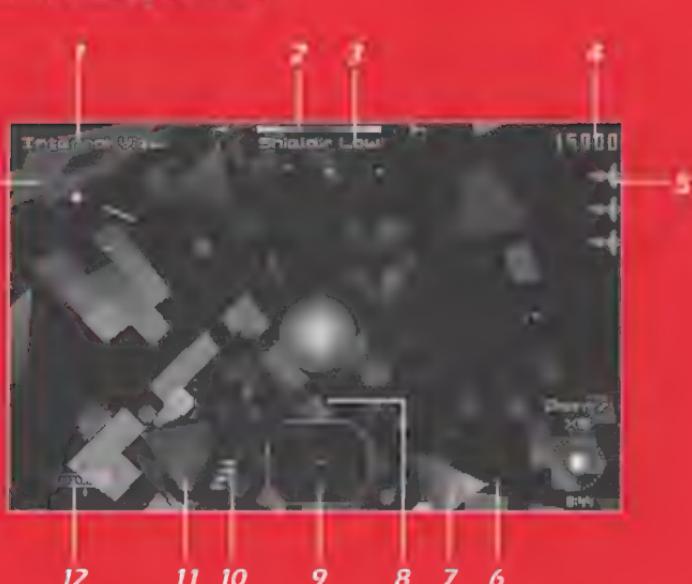
Mission Profile

Brief One: Pyroductyl Information Console

On the Information console there are

Several features which will allow you to

make full use of your crafts' capabilities



1. Current View

Shows the view that you have selected:

Weapons View

Choose this if you want to follow a particular weapon as it homes in on its target.

Map View

Show you where influences and influences are. Try not to confuse them.

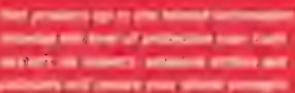
Internal View

Witness the action from inside the cockpit.

External View

See your craft in all its glory.

2. Shields Status



3. Shield Warnings

When you sustain damage to your craft, you will receive a warning message. These are as follows:

Engine Damaged

When your engine is damaged, your craft will fly at half speed.

Weapons Failure

When your primary weapons become unavailable, you can only use secondary weapons.

When your craft has suffered fatal damage, you have one last chance to save yourself. A 5 second on-screen audible alert message. Hit the escape key before the end of this time and you will be transported to the escape pod. The last remaining craft will crash and burn...

Escape Pod

When your craft is destroyed, your craft will be transported to the escape pod. In the escape pod, you can repair your craft and drop chaff. Primary weapons and defensive measures are all rendered useless.

4. Score

When you destroy an enemy craft, you will receive a score. This score is based on the size of the enemy craft. The larger the enemy, the higher the score.

5. Lives left

Start with three and work your way down. Just don't crash or try to land your craft when you are in the escape pod, you have no access to either primary weapons or defensive measures.

6. Chaff status

When you drop chaff, it will remain with your craft until it is destroyed. Chaff will always be dropped behind the craft.

7. Flares status

Shows the current number of your available flares. Each flare will last for 10 seconds and will be ejected from the craft. Useful against infra red missiles, useless against radar homing missiles.

8. Incoming warnings

Shows you know when enemy fire is approaching

9. Radar display

Displays you and your wingmen as red marks and the enemy as yellow marks. However it is a 2D display, so an enemy will sometimes appear on the radar when not in some distance above or below you.

10. Secondary weapons status

Shows which secondary weapon you have selected and how much ammunition you have left for that particular weapon.

11. Primary weapons status

Shows which primary weapon you have selected and how much ammunition you have left for that particular weapon. When you have selected a weapon, you must wait until all the lights are lit on the indicator before you can fire.

12. Thrust

The higher the number the faster you are going. The green light to the left of the thrust indicator shows when your Pyroductyl is active. The blue light will not be lit when you are moving backwards.

13. Wingmen

Shows how many wingmen you have activated. Each wingman has his own character and will behave accordingly.

Mission Profile

Master Two: Strategy

Primary Strategy

When you start the game you will be given a primary mission. This mission will consist of a series of objectives that you must complete. Your primary mission will consist of attacking your Pyroductyl and blasting Adherent installations. You can then follow behind protecting them from rear attack.

Don't forget that the Terran Hardlight

can be used to protect your primary targets and enemy installations. Use the Pyroductyl to earn extra points and all the ticks of extra lives. You will earn one extra life for every million points scored.

Secondary Strategy

When you start the game you will be given a secondary mission. This mission will start. Skilful navigation is essential and the many different chambers you will pass through will require you to use the maps provided. Sometimes you may become disorientated in one of the chambers. Slow your craft down to a standstill and the ship's guidance system will automatically

right itself. Reconnaissance suggests you use the coloured tiles which cover the surface. These are a good idea for protection, but remember that they are only there for a limited time. You will find the mazes that you will inevitably find yourself in.

It is best to stay hidden in the maze of defence but you should make use of the Pyroductyl's plasma beam, laser beam and flares to deflect enemy missiles. Choose your weapons carefully. Laser weapons will inflict a lot of damage to targets of opportunity and plasma weapons are useful. Plasma weapons are useful for their accuracy and high power. blips indicate moving enemy. Get some wingmen and let them launch forward attacks while you protect them against rear attack.

Mission Profile

Brief Three: Use of Weapons

Pyroductyl should be well-armed. Laser beams are useful for targets of opportunity or pay the price. Remember that missiles can only be used when they are fully charged and when you have a battery of 100%. All other weapons can be used as and when you choose (see MISSION PROFILE: Brief One Pyroductyl information Console). Flying through red power ups will

increase your fire rate. Finally, rescue as many wingmen as possible. They will prove invaluable against Adherent weapons installations.

Your Pyroductyl is fitted with the latest heat-seeking missiles. These operate in the centre of the screen. When an enemy ship comes into view you will know when your sights are locked on to it because a small crosshair sight will appear around the target. Watch the screen for special messages but be warned, the auto lock system will only work with Radar Homing missiles.

Primary weapons

Missile Homing Missiles

Use against all enemies.

Light Beam Weapons

Very effective against orbital fliers.

Flare

Use when you have enemies strafing you or when you need strafing firepower.

Grenade

Launch grenade attacks when enemies are lurking around corners.

Secondary Weapons

Light Laser

This packs a fairly powerful punch but use it wisely, recharge time is slow.

Chaff

This countermeasures device will damage the Pyrodacryl and cause it to recharge quickly.

Heavy Laser

This laser will fire whenever the heavy laser is used. It is a lethal weapon with a potent sting. Slowest of all to recharge, use it only in times of absolute necessity.

Bombs

Useful against static enemies, these are dropped from the cockpit. Hold down the bottom of the chamber. A blue HUD marking indicates where the bombs should hit.

Counter Measures

Flare

Whichever direction you are moving in, chaff will always be dropped behind the craft. Use it against incoming missiles.

Flare

Fired from the Pyrodacryl wingtips, flares are particularly useful against infrared missiles.

Power Ups

Score as many points as you can to increase your skills and capabilities. Pick up 2,500 points as you fly through, plus the following bonuses...

Energy Boost

Increases your weapons and fuel reserves by 100% for 30 seconds. Use it when you're in trouble.

Pyrodacryl has just lost its secondary weapons, these will be replaced.

Fuel Power

Increases the amount of fuel you have.

Missile Flare

Gives you five times the normal weapons fire and recharge rate for the duration of the power up.

Pyrodacryl has just gained a power up. Turn concave side to take effect. It is important to note that this is a temporary power up and that the effect is subject to a time limit of 60 seconds.

Wingmen

15,000 points. Wingmen are freed by destroying the Adherent generator that holds them captive. Up to four can be active at any one time. Use them to help you get through difficult sections of the course. Don't let them through to any new levels. But be careful, as they will attack you if you can kill...



Mission Profile

Brief: Four Adventures

All of these enemy are worth different scores. The easier they are to kill, the lower their worth.

Coloured Nests

250 points

Coloured red and grey these are large installations. Wingman feedback suggests that it's best to move away from them in order to keep moving and hit the nest on the turn.

High Laser Spiders

500 points

Coloured green these are usually situated in ceilings.

Robot Spiders

750 points

Coloured red and yellow these spin through 360 degrees while constantly launching rockets.

Rocket Spiders

1000 points

Coloured red and grey these are a mixture of colour with a greyish tint. They are known for firing rockets and are very deadly.

Infra Red Lasers

1000 points

Coloured red these are very nasty and must be treated with caution.

Infra Red Web Toss

1000 points

Coloured red these are a mixture of red and grey.

and possess infrared lasers and are using drivers and radar homing missiles. Be careful though, take a hit off one of these and you will not be able to get off quickly enough.

Radio Transmitter Missiles

1000 points

Coloured blue and grey it is advised that you attack them in a swoop. Discharge your weapons at the target and move away, releasing chaff as you go.

Warning: Take a hit off one of these and your attack will be seriously blunted.

Infra Spiders

1250 points

They sound and look like regular laser powered lasers.

Red Spiders

2000 points

They sound and very dangerous. Never fire high powered lasers.

N.B. - Both red and green spiders are very difficult to destroy due to their random scuttling movements. Use grenades against them or if you are highly skilled then bombs will do the job.

Lasers

1500 points

They sound and will approach and fire green laser. **Warning:** Do not use infra red missiles against them because they will use flares and you will be wasting your weapons.



Yellow Eyed Creepers 2500 points
Identified by their yellow eyes these fly
upwards in the sky and descend onto
their victim. Face them and use flares
to distract them, then shoot them to
wipe them out.

Blue-Eyed Wingmen 5000 points
Identified by their blue eyes, these are
often found in orbit around a feature of the
game that may be useful to you, i.e.
Trapped Wingmen or level exits. They are
very hard to kill. Use chaff to protect
yourself from incoming anti-air missiles.
The longer flight range will allow you to
keep your distance.

White Cavers 10000 points
Identified by their white translucent
bodies, these are found in the
mine areas of the game.
Attack them from behind and above and
stay away from the mines.

Brown Scorpion Crawlers 10000 points
Three legged flies with green translucent
bodies, these are found in the
mine areas of the game.
Although they have heavy armour they do
not have much in the way of firepower.
Try and destroy them before they release
their deadly cargo and you find
yourself surrounded.

Red-Swarm Crawlers 10000 points
Three legged flies with red translucent
bodies, these are found in the
mine areas of the game.
Although they have heavy armour they do

not have much in the way of firepower.
Try and destroy them before they
release their deadly cargo and you find
yourself surrounded.

Initial Level Power Generator 25000 points
To cover the exits at the end of each level
the Adherents have set up a sophisticated
force field. Attempting to fly through this
will result in a massive explosion. Fly around
the power generator which creates this
force field. You will need to fly around
The generator may be situated some
distance away from the exit and will
certainly be heavily defended.

Bonus Boxes
These boxes are scattered throughout the
Adherents end of level force field you will
find yourself in the exit corridor. Pick up
50,000 points for flying in, and another
50,000 for successfully completing the
level. Fly along the corridor shooting the
power generator and points will be given out
In order to rack up bonus points. But be
warned, although bursting balloons may
look innocent enough it could be one that
goes bang.

Credits

Design

Steven Cain

Colin Parrott

Programming

Colin Parrott

Art

John Guerin

Music and Sound

PC Music

Music and Sound Produced by

Phil "Pip" Morris

Design Assistance

Scott Johnson

Kristian R. Jones

Manual and Packaging Design

Peter "DICK VAN DYKE"

Manual Test

Huw "CasaBevRon" Thomas

Quality Control

Paul "Scallop" Tweedie

Mark "Flying Spud" O'Connor

John "C.P.S." Walsh

Lee "Lerries" O'Connol

Nevin "The Aggressor" Gaston

Silicon Graphic Cover Ship

Neil "Should be Mr Wirral" Thompson

Product Relations

DR

Glen "Haddock Man" O'Connell

Europe

Mark "Selwyn Project" Blewitt

Product Manager

Nadia Lawlor

Ably assisted by

Michelle "Tatties Mills" Riches

Producer

Steven "Has Just Left The Building" Cain

Chief Sanitation Officer

Ian "Brother" Ruddock

and many more who worked on this game but who we felt didn't

mention but who we felt didn't

GAME





OVER...



EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your physician before resuming play.

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen: position yourself when linking the cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

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Psynosis Ltd, South Harrington Building, Sefton Street, Liverpool L3 4BQ Tel: 051 707 2333

Psynosis Ltd (US Office), 675 Massachusetts Avenue, Cambridge, MA 02139 USA Tel 617 497 7794

Controls

Movement Control (joystick or cursor keys). Move left, right, up and down to point the craft in the direction you wish to travel.

Fire (joystick button 1, or space).
Fires your Primary Weapon.

Primary Weapon Selection

Keys

F1 Radar Homing Missiles

F2 Infra Red Missiles

F3 Rockets

F4 Grenades

Fire (joystick button 2, or S).
Fires your Secondary Weapon.

Secondary Weapon Selection

Keys

F5 Light Laser

F6 Cannon

F7 Heavy Laser

F8 Mines

Keys 1-9. Speed, 0 stops the craft

W *Weapon view.*

E *Toggles between External and Internal view*

R *Rotate to reverse view. operates whilst held down and in both Internal and external views.*

P *Pause game, press P again to restart.*

F *Release Flares.*

C *Release Chaff.*

B *Slow craft (Brakes) and move craft Backwards.*

M *Freeze game and display level Map.*

End *Interrupt game and display in game menu*

Esc *Launches Escape pod*

H *High Score Table*